

What Is Claimed Is:

1. A system for estimating the value of athletes using a game achievement evaluation model, the system comprising:

5 a manager server having a function of receiving a member joining request when a user, a baseball player, a baseball - related institute, a basketball ball club and a press (sports) institutes have access to a web site in or der to know the degree of contribution for qualitative evaluation of the
10 athletes or the athlete ball clubs for the purpose of annual salary calculation of professional athletes, the scout of amateurs and mercenary scout, an athlete draft, an athlete trade, etc., a function of registering members and assigning Ids to the members, a function of storing and managing the
15 members who joined the web site in a manager server DB, and a function of, with the degree of contribution by the athletes being classified into attack addition (contribution), attack subtraction (error), defense addition (contribution) and defense subtraction (error) according to game situations,
20 setting 129 game factors based on the classified factors, setting the game factors to detailed 1 277 game situation factors, assigning numerical values to the game factors and the game situation factors with a different weight, and sending quantitative results to a corresponding server or terminal if
25 the user, the baseball player, the baseball -related institute,

the basketball ball club and the press (sports) institutes
request the results through the server or terminal;

a user terminal having a function of having access to a
web site within the manager server to make requests for member
5 joining in order to know the degree of contribution for
qualitative evaluation of the athletes or the athlete ball club
for the purpose of annual salary calculation of the
professional athletes, the scout of amateurs and mercenary
scout, the athlete draft, the athlete trade, etc., a function
10 of being assigned with an ID from the manager server after
becoming a member, and a function of requesting the degree of
quantitative contribution of the athletes to the manager server,
and receiving the degree of contribution data of the athletes;

a baseball player terminal having a function of having
15 access to a web site within the manager server to make
requests for member joining in order to know the degree of
contribution for qualitative evaluation of the athletes or the
athlete ball club for the purpose of annual salary calculation
of the professional athletes, the scout of amateurs and
20 mercenary scout, the athlete draft, the athlete trade, etc., a
function of being assigned with an ID from the manager server
after becoming a member, and a function of requesting the
degree of quantitative contribution of the athletes to the
manager server, and receiving the degree of contribution data
25 of the athletes;

a baseball-related institute server having a function of having access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a basketball ball club server having a function of having access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a press (sports) institute server having a function of

having access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation
5 of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the
10 manager server, and receiving the degree of contribution data of the athletes;

a financial institute/credit card company/mobile communication company billing server having a function of receiving an authentication request for one or a plurality of
15 financial information, card information and mobile communication information, which are settlement numbers of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute, from the manager server, and a function of comparing one or a plurality
20 of financial information, card information and mobile communication information with information stored in a corresponding database among the financial institute server, the credit card company server and the mobile communication company billing server, and sensing the authentication result
25 to the manager server;

a payment system server having a function of receiving one or the plurality of the settlement numbers among the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute, who are authenticated by the financial institute/credit card company/mobile communication company billing server, from the manager server, and a function of confirming the settlement number and then sending the settlement results to the manager server; and

10 a communication service company server having a function of receiving the degree of contribution information of the players and the settlement information from the manager server after being settled by the settlement system server, and a function of sending the degree of contribution information by

15 the players and the settlement information, which are received from the manager server, to a terminal, a user or a baseball player mobile phone of the user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute via e-mail, SMS of a mobile phone, a

20 messenger, etc.

2. The system as claimed in claim 1, wherein the manager server comprises:

a member subscription unit for allowing the user, the

25 baseball player, the baseball -related institute, the baseball

ball club, the press (sports) institute, etc. to request member joining through the server or terminal;

a member permission unit for authorizing the member joining, and then assigning an ID to the member;

5 a member information database (DB) for storing and managing members;

an athlete contribution degree database (DB) for storing and managing the degree of contribution by athletes;

a game factor unit including an attack addition game
10 factor unit indicating attack contribution portions such as team morale increase contribution addition generated by a game situation of an athlete, an attack subtraction game factor unit indicating attack error portions such as point acquisition cancellation error subtraction, a defense addition game factor
15 unit indicating defense contribution portions such as full possible losing point dissipation contribution addition, and a defense subtraction game factor unit indicating defense error portions such as full self -blame possible losing point error subtraction;

20 an 1277 game situation factor unit including an attack addition game situation factor unit indicating detailed items of attack addition game factors indicating attack contribution portions generated by a game situation of an athlete, an attack subtraction game situation factor unit indicating detailed
25 items of attack subtraction game factors indicating attack

error portions, a defense addition game situation factor unit indicating detailed items of defense addition game factors indicating defense contribution portions, and a defense subtraction game situation factor unit indicating detailed items of defense subtraction game factors indicating defense error portions;

a median setting unit for setting representative values for respective detailed items that constitute the game factor unit and the game situation factor unit;

10 a weight setting unit for multiplying the game factor median and the game situation factor median set in the median setting unit; and

a contribution degree calculation unit for calculating the degree of contribution by athletes based on a difference between addition factors including contribution factors for attack and defense addition to which weights are applied, and subtraction factors including error factors for attack and defense subtraction to which weights are applied.

20 3. A method of estimating the value of athletes using a game achievement evaluation model, wherein a member subscription process comprises the steps of:

allowing one or a plurality of a user, a baseball player, a baseball -related institute, a basketball ball club and a press (sports) institute to have access to a web site through a

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manager server;

allowing one or a plurality of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute to make requests for

5 member joining to a member subscription unit;

allowing a member permission unit of the manager server to decide whether to allow authorization;

if the authorization is not allowed, allowing the member joining to be rejected, and if the authorization is allowed,

10 allowing the member joining to be allowed;

if one or a plurality of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute is allowed to be a member,

allowing the manager server to assign IDs to one or a plurality

15 of terminals or servers of the user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute through the member permission unit;

and

allowing the manager server to store the Ids in the

20 member information database.

4. A method of estimating the value of athletes using a game achievement evaluation model, wherein a value calculation process comprises the steps of:

25 (a) allowing a game factor unit within a manager server

to set attack addition game factors of 41 items, attack subtraction game factors of 34 items, defense addition game factors of 30 items and defense subtraction game factors of 24 items;

5 (b) allowing a game situation factor unit within the manager server to set game situation factors of 1227 items for each of the items of the attack addition game factors, the items of the attack subtraction game factors, the items of the defense addition game factors and the items of the defense
10 subtraction game factors;

(c) allowing a median setting unit within the manager server to set the median for each of the game factors and the game situation factors under the game situation principle for the attack addition game factors, the attack subtraction game
15 factors, the defense addition game factors and the defense subtraction game factors;

(d) allowing a weight setting unit within the manager server to set weight for each of the game situation factors under the game situation principle for the attack addition game
20 factors, the attack subtraction game factors, the defense addition game factors and the defense subtraction game factors to (each game factor median \times each game situation factor median) \div 400;

(e) allowing a contribution degree calculation unit
25 within the manager server to calculate the degree of game

contribution by the athletes from the game situation factors,
 the weight, etc, as addition factors (a game situation factor \times
 a corresponding weight) - a subtraction factor (a game
 situation factor \times a corresponding weight); and .

- 5 (f) calculating the value of the athletes based on the
 degree of game contribution.

5. The method as claimed in claim 4, wherein in step (a),
 detailed items of the attack addition game factor unit include
 10 full shooting capture ability contribution addition, shootin g
 chance capture ability contribution addition, possible losing
 point removal contribution addition, full team morale -inspired
 contribution addition, team morale -inspired contribution
 addition, high degree -skill contribution addition, full
 15 disadvantage ove rcome ability contribution addition,
 disadvantage overcome ability contribution addition,
 disadvantage overcome fail contribution addition, full point -
 possible securing contribution addition, score -possible
 providing contribution addition, score record can cellation-
 20 considered contribution addition, full score chance ability
 loss contribution addition, point chance ability loss
 contribution addition, alternate score additional contribution
 addition, lucky score addition contribution addition, indirect
 chance fostering contribution addition, direct chance
 25 assistance contribution addition, indirect chance sacrifice

- contribution addition, direct chance sacrifice contribution
 addition, athlete defense shrinkage contribution addition,
 opponent team defense shrink age contribution addition, attack
 time re -application contribution addition, full point
 5 cooperation contribution addition, point cooperation
 contribution addition, teamwork completion cooperation
 contribution addition, teamwork cooperation contribution
 addition, positive participation contribution addition,
 shooting chance cooperation contribution addition, full
 10 shooting chance cooperation contribution addition, swift attack
 cooperation contribution addition, full swift attack
 cooperation contribution addition, possession acquisition
 contribution addition, free throw possession ability
 contribution addition, full possession acquisition contribution
 15 addition, possession acquisition -side contribution addition,
 score record acquisition contribution addition, o pponent
 teamwork degeneracy contribution addition, opponent team
 formation obstruction contribution addition, opponent defense
 disturbance contribution addition and right shooting timing
 20 contribution addition;
- detailed items of the attack subtraction game factor unit
 include point acquisition cancellation error subtraction,
 direction team -moral degeneracy error subtraction, indirect
 team moral degeneracy error subtraction, possession -possible
 25 chance removal error subtraction, possession loss providing

error subtraction, indirect possession loss providing error
 subtraction, possession loss -possible providing error
 subtraction, possible losing point providing error subtraction,
 indirect possible losing point providing error subtraction,
 5 full possible losing point providing error subtraction, score -
 possible removal error subtraction, indirect score -possible
 removal error subtraction, full score chance dissipation error
 subtraction, indirect score chance dissipation error
 subtraction, general full score chance di ssipation error
 10 subtraction, general indirect score chance dissipation error
 subtraction, game basic capability lack error subtraction,
 score addition chance dissipation error subtraction, victory
 factor removal error subtraction, unreasonable shooting attempt
 error subtraction, right shooting timing lack error subtraction,
 15 teamwork cooperation lack error subtraction, full teamwork
 cooperation lack error subtraction, positive participation lack
 error subtraction, full positive participation lack error
 subtraction, prediction ability lack error subtraction,
 personal defense shrinkage load error subtraction, team member
 20 personal defense shrinkage load error subtraction, team defense
 shrinkage degeneracy error subtraction, teamwork lowering
 fostering error subtraction, teamwork formation obstruction
 error subtraction, instant chance cooperation lack error
 subtraction, opponent swift attack -possible chance assignment
 25 error subtraction and opponent free throw -possible assignment

error subtraction;

detailed items of the defense addition game factor unit
 include full possible losing point dissipation contribution
 addition, possible losing point dissipation contribution
 5 addition, full losing point allowance dissipation contribution
 addition, possession acquisition -possible assignment
 contribution addition, shooting fail factor assignment
 contribution addition, full shooting fail factor assignment
 contribution addition, shooting mental shrinkage contribution
 10 addition, counter team morale lowering contribution addition ,
 direct the other party morale lowering contribution addition,
 possible losing point previous removal contribution addition,
 game rhythm interception contribution addition, teamwork
 stability opponent assignment contribution addition, losing
 15 point minimum -possible assignment contribution addition,
 optimal defense ability contribution addition, full optimal
 defense ability contribution addition, defense positive
 participation contribution addition, full defense positive
 participation contribution addition, teamwork assistance
 20 contribution addition, error inducing factor assignment
 contribution addition, full error -inducing assignment
 contribution addition, score chance -possible assignment
 contribution addition, full score -possible assignment
 contribution addition, the other party personal defense
 25 shrinkage contribution addition, opponent team defense

shrinkage contribution addition, defense confusion recovery
contribution addition, possession acquisition contribution
addition, opponent teamwork formation obstruction contribution
addition, opponent team member formation obstruction
5 contribution addition, swift attack -possible chance providing
contribution addition and positive sacrifice participation
contribution addition; and

detailed items of the defense subtraction game factor
unit include minimum self -blame losing point assignment error
10 subtraction, full self -blame losing point assignment error
subtraction, full self -blame possible losing point error
subtraction, maximum self -blame losing point assignment error
subtraction, countermeasure absence losing point error
subtraction, countermeasure absence possible losing point error
15 subtraction, countermeasure absence-inducing error subtraction,
assistance self-blame losing point-considered error subtraction,
assistance self -blame-possible losing point -considered error
subtraction, situation coping ability lack error subtraction,
assistance coping ability lack error subtraction, basic defense
20 ability lack error subtraction, indirect opponent team morale -
inspired error subtraction, direct opponent team morale -
inspired error subtraction, personal defense shrinkage error
subtraction, personal defense shrinkage fostering error
subtraction, team defense shrinkage fostering error subtraction,
25 mentality control ability lack error subtraction, opponent

teamwork consolidation chance providing error subtraction,
 teamwork collapse curse providing error subtraction, possible
 losing point increase -induced error subtraction, game flow
 prevention ability lack error subtraction, team-pattern
 5 confusion assignment error subtraction and team member
 formation difficulty providing error subtraction 9.

6. The method as claimed in claim 4, wherein in step (b),
 the game situation factors for the items of the attack addition
 10 game factors, the items of the attack subtraction game factors,
 the items of the defense addition game factors, and the items
 of the defense subtraction game factors are divided into 7
 items, 13 items, 21 items, 5 items, 9 items, 12 items and 4
 items,
 15 the 7 items are contribution in disadvantageous point
 (over -7) situation, contribution in advantageous point (over
 +7) situation, contribution in disadvantageous point seesaw
 approach (-6 ~ -4) situation, contribution in advantageous
 point seesaw approach (+6 ~ +4) situation, contribution in
 20 disadvantageous point seesaw (-1 ~ -3) situation, contribution
 in advantageous point seesaw (+1 ~ +3) situation and
 contribution in tie situation;

the 13 items are contribution in disadvantageous point
 (over -7) situation, contribution in advantageous (over +7)
 25 situation, disadvantageous point seesaw approach (-6 ~ -4) entry

possible contribution in an advantageous point situation (over
 -7), disadvantageous point situation (over +7) entry -possible
 contribution in a disadvantageous point s seesaw approach
 situation (+6 ~ +4), contribution within disadvantageous point
 5 seesaw approach (-6 ~ -4) in disadvantageous point seesaw
 approach (-6 ~ -4) situation, possible contribution within
 disadvantageous point seesaw approach (+6 ~ +4) in a seesaw
 approach (+6 ~ +4) situation, disadvantageous point seesaw
 situation (-1 ~ -3) entry -possible contribution in an
 10 advantageous point seesaw approach situation (-6 ~ -4),
 disadvantageous point seesaw approach situation (+6 ~ +4)
 entry-possible contribution in a disadvantageous point seesaw
 situation (+1 ~ +3), possible contribution within a
 disadvantageous point seesaw situation (-1 ~ -3) in a
 15 disadvantageous point seesaw situation (-1 ~ -3), possible
 contribution within a disadvantageous point seesaw situation
 (+1 ~ +3) in a disadvantageous point seesaw situation (+1 ~ +3),
 tie situation entry-possible contribution in a disadvantageous
 point seesaw situation (-1 ~ -3), disadvantageous point seesaw
 20 situation (+1 ~ +3) entry -possible contrib ution in a tie
 situation, and disadvantageous point seesaw situation (+1 ~ +3)
 entry-possible contribution in a disadvantageous point seesaw
 situation (-1 ~ -3);

the 21 items are Point in disadvantageous point (over -7)
 25 situation, Point in advantageous (ov er +7) situation, a

disadvantageous point seesaw approach (-6 ~ -4) entry point in
 an advantageous point situation (over -7), a disadvantageous
 point situation (over +7) point in a disadvantageous point
 seesaw approach (+6 ~ +4) situation, a point within a

5 disadvantageous point seesaw approach (-6 ~ -4) in an
 advantageous point seesaw approach (-6 ~ -4) situation, a point
 within a disadvantageous point seesaw approach (+6 ~ +4) in a
 disadvantageous point seesaw approach (+6 ~ +4) situation, a
 disadvantageous point seesaw situation (-1 ~ -3) point in a

10 disadvantageous point seesaw approach (-6 ~ -4) situation, a
 disadvantageous point seesaw approach situation (+6 ~ +4) point
 in a disadvantageous point seesaw situation (+1 ~ +3), a point
 within a disadvantageous point seesaw situation (-1 ~ -3) in a
 disadvantageous point seesaw situation (-1 ~ -3), a point

15 within a disadvantageous point seesaw situation (+1 ~ +3) in a
 disadvantageous point seesaw situation (+1 ~ +3), a tie
 situation point in a disadvantageous point seesaw situation (-1
 ~ -3), a disadvantageous point seesaw situation (+1 ~ +3) point
 in a tie situation, a disadvantageous point seesaw situation

20 (+1 ~ +3) point in a disadvantageous point seesaw situation (-1
 ~ -3), a tie point simultaneously with at tack time end or
 quarter end in a disadvantageous seesaw situation (-1 ~ -3), a
 reverse point simultaneously with attack time end or quarter
 end in a disadvantageous seesaw situation (-1 ~ -3), a reverse

25 point simultaneously with attack time end or quarter end in tie

situation, a tie point in last attack with game end time being left several seconds in a disadvantageous seesaw situation (-1 ~ -3), a reverse point in last attack with game end time being left several seconds in a tie situation, a tie point

5 simultaneously with game end buzzer in a disadvantageous seesaw situation (-1 ~ -3), a reverse point simultaneously with game end buzzer in a disadvantageous seesaw situation (-1 ~ -3) and a reverse point simultaneously with game end buzzer in tie situation;

10 the 5 items are one foul record, a second foul record, a third foul record, a fourth foul record and a walkout foul record;

the 9 items are walk -out in extra game and one or more participation stops, walk -out after five minutes in the fourth
15 quarter, walk -out before five minutes in the fourth quarter, walk -out after five minutes in the third quarter, walk -out before five minutes in the third quarter, walk -out after five minutes in the second quarter, walk -out before five minutes in the second quarter, walk -out after five minutes in the first
20 quarter, and walk -out before five minutes in the first quarter;

the 12 items are shooting error in a disadvantageous point (over -7) situation, shooting error in an advantageous point (over +7) situation, shooting error in a disadvantageous point seesaw approach (-6 ~ -4) situation, shooting error in a
25 disadvantageous point seesaw approach (+6 ~ +4) situation,

shooting error in a disadvantageous point seesaw situation (-1
 ~ -3), shooting error in a disadvantageous point seesaw
 situation (+1 ~ +3), shooting error in a tie situation, tie
 shooting error in the last attack with several seconds being
 5 left before a game ends in a disadvantageous point seesaw
 situation (-1 ~ -3), reverse point shooting error in the last
 attack with several seconds being left before a game ends in a
 tie situation, tie shooting error simultaneously with a game
 end buzzer in a disadvantageous seesaw situation (-1 ~ -3),
 10 reverse point shooting error simultaneously with a game end
 buzzer in a disadvantageous seesaw situation (-1 ~ -3), and
 reverse point shooting error simultaneously with a game end
 buzzer in a tie situation; and

the 4 items are an advantageous and disadvantageous
 15 situation (over ± 7 points), an advantageous and disadvantageous
 seesaw approach situation ($\pm 6 \sim \pm 4$ points), an advantageous and
 disadvantageous seesaw situation ($\pm 3 \sim \pm 1$ points), and
 contribution in a tie situation.

20 7. A method of estimating the value of athletes using a
 game achievement evaluation model, wherein a process of
 providing the degree of contribution data and transmitting
 settlement authentication and results comprises the steps:

allowing a user, a baseball player, a baseball -related
 25 institute, a basketball ball club, a press (sports) institute,

etc. to have access to a web site within a manager server
through each terminal;

allowing the user, the baseball player, the baseball -
related institute, the basketball ball club, the press (sports)
5 institute, etc. to search and select the degree of contribution
of the athletes or the player ball clubs;

allowing the user, the baseball player, the baseball -
related institute, the basketball ball club, the press (sports)
institute, etc. to make requests for the degree of contribution
10 data for qualitative evaluation of the athletes or the player
ball clubs to the manager server through the terminal;

allowing the manager server to input a settlement number
(a credit card number, an account number, etc.) to a
corresponding terminal or server that request the degree of
15 contribution by the athletes;

allowing athletes, player ball clubs, etc. who request
the degree of contribution by the athletes to input the
settlement number (a credit card number, an account number,
etc.) in a web site within a manager server using a
20 corresponding terminal or server;

allowing the manager server to make requests for
authentication of a corresponding settlement number that
requests the degree of contribution by the athletes to a
financial institute/credit card company/mobile communication
25 company-billing server;

allowing the financial institute/credit card
company/mobile communication company -billing server to compare
the requested settlement number and a settlement number stored
in a database of a corresponding server, and then to send the
5 authentication result to the manager server;

allowing the manager server to make requests for
settlement to a settlement system server;

allowing the settlement system server to settle accounts
to the credit card number, the account number, the mobile phone
10 finance, etc.;

allowing the settlement system server to send the
settlement contents to the manager server;

allowing the manager server to send the settlement
contents to a corresponding terminal or server that requests
15 the degree of contribution by the athletes through a
communication service company server; and

allowing the communication service company server to send
the settlement contents to a corresponding terminal or server,
and then to send the transmission results to the manager server.